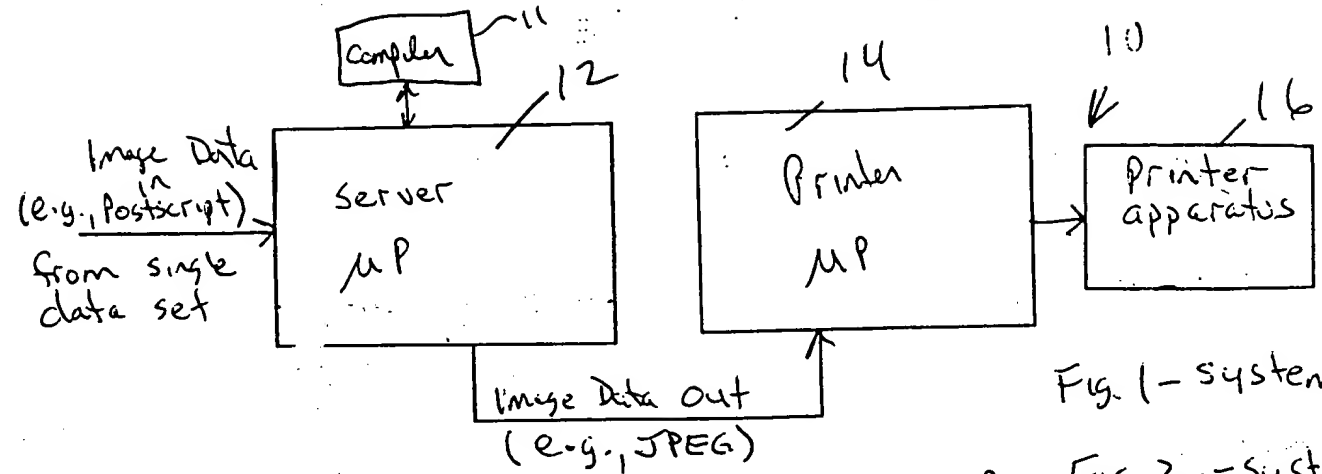


Fig. 1 – system

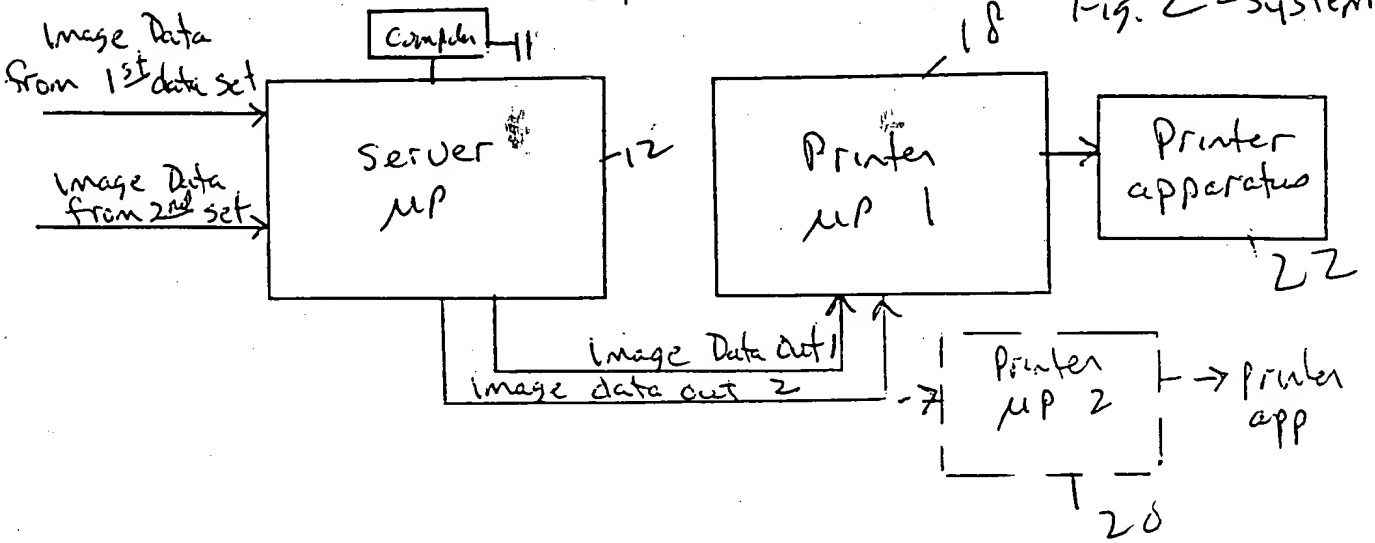


Fig. 2 – system

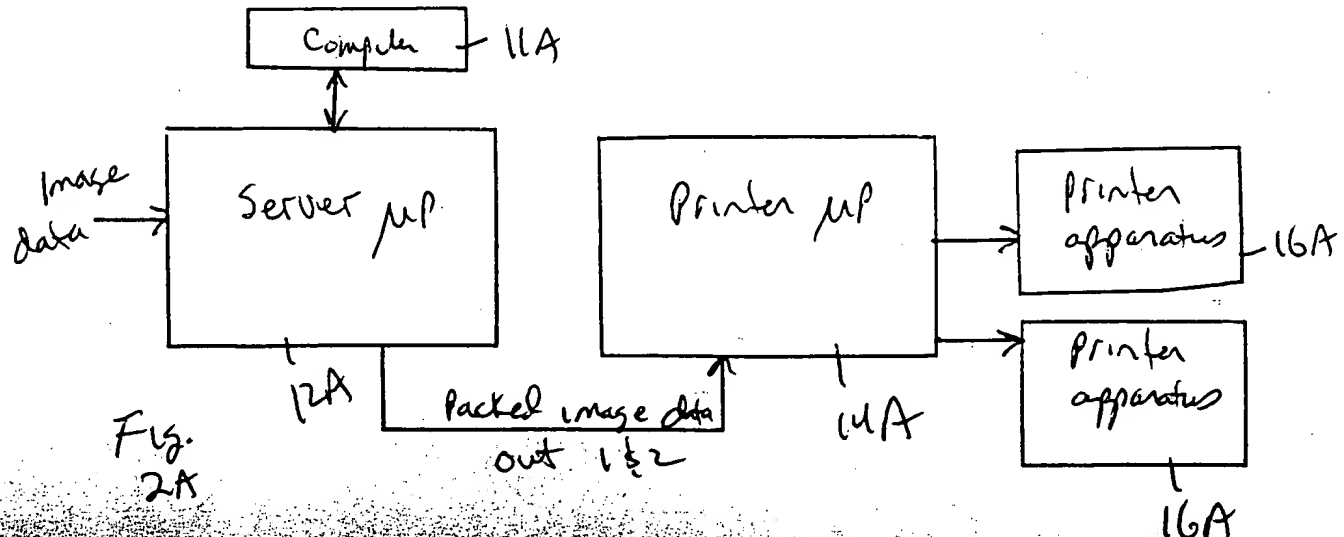


Fig. 2A

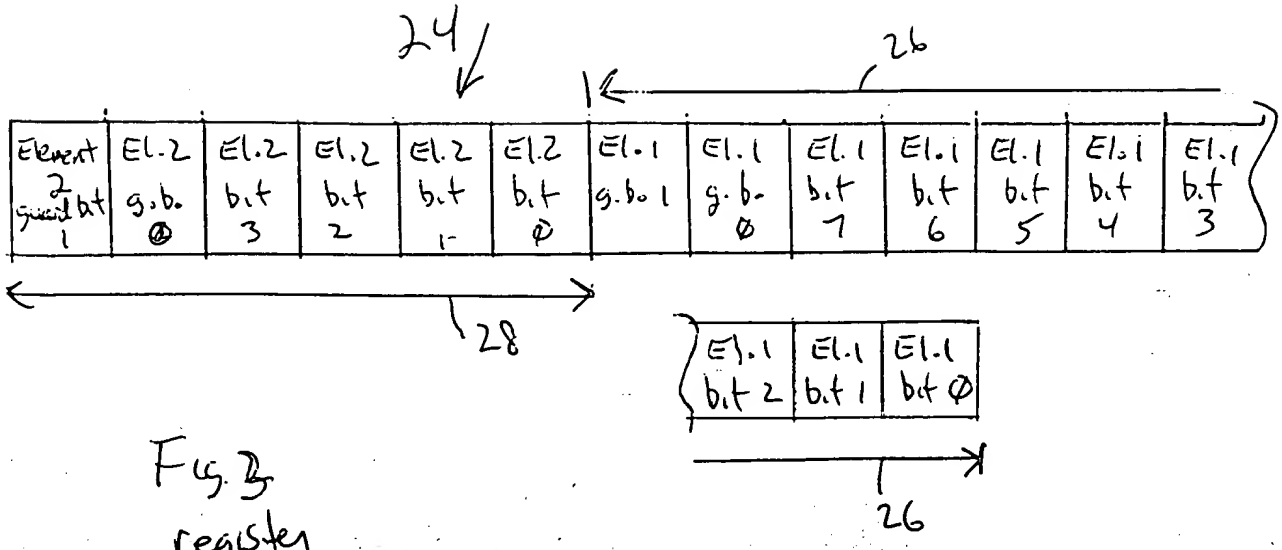


Fig. 3
register

Fig. 4 overall flow

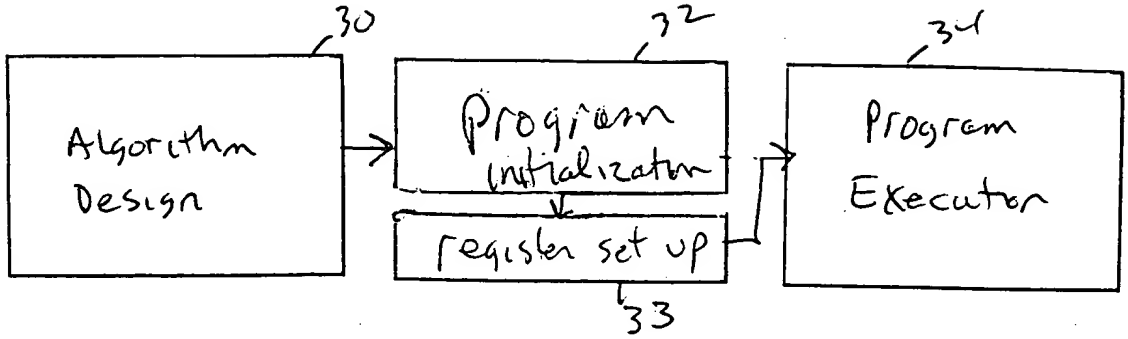
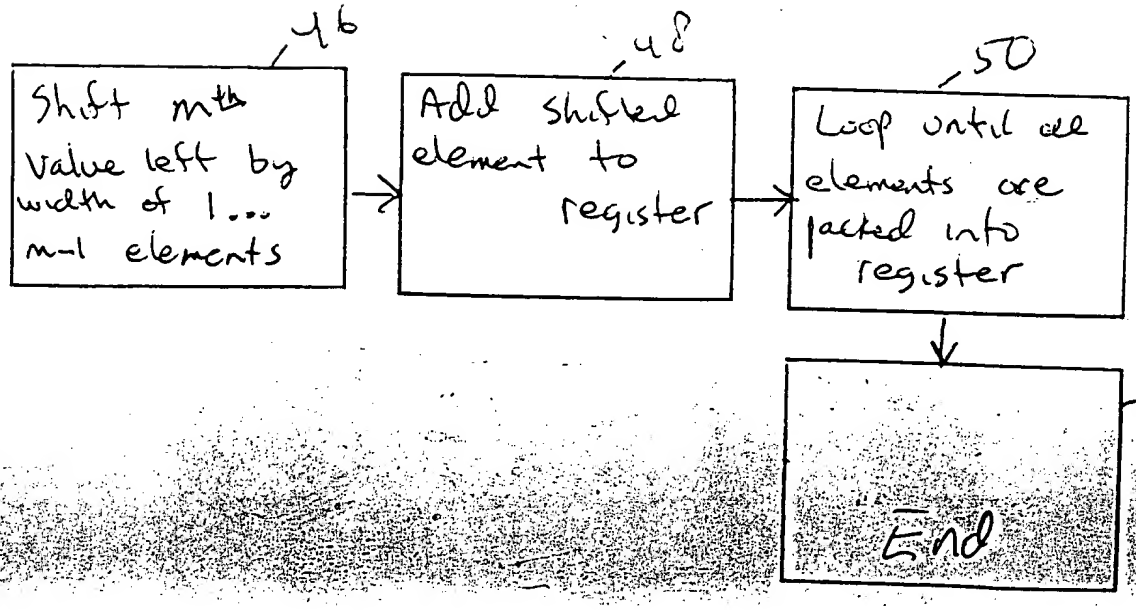


Fig. 6 register set up



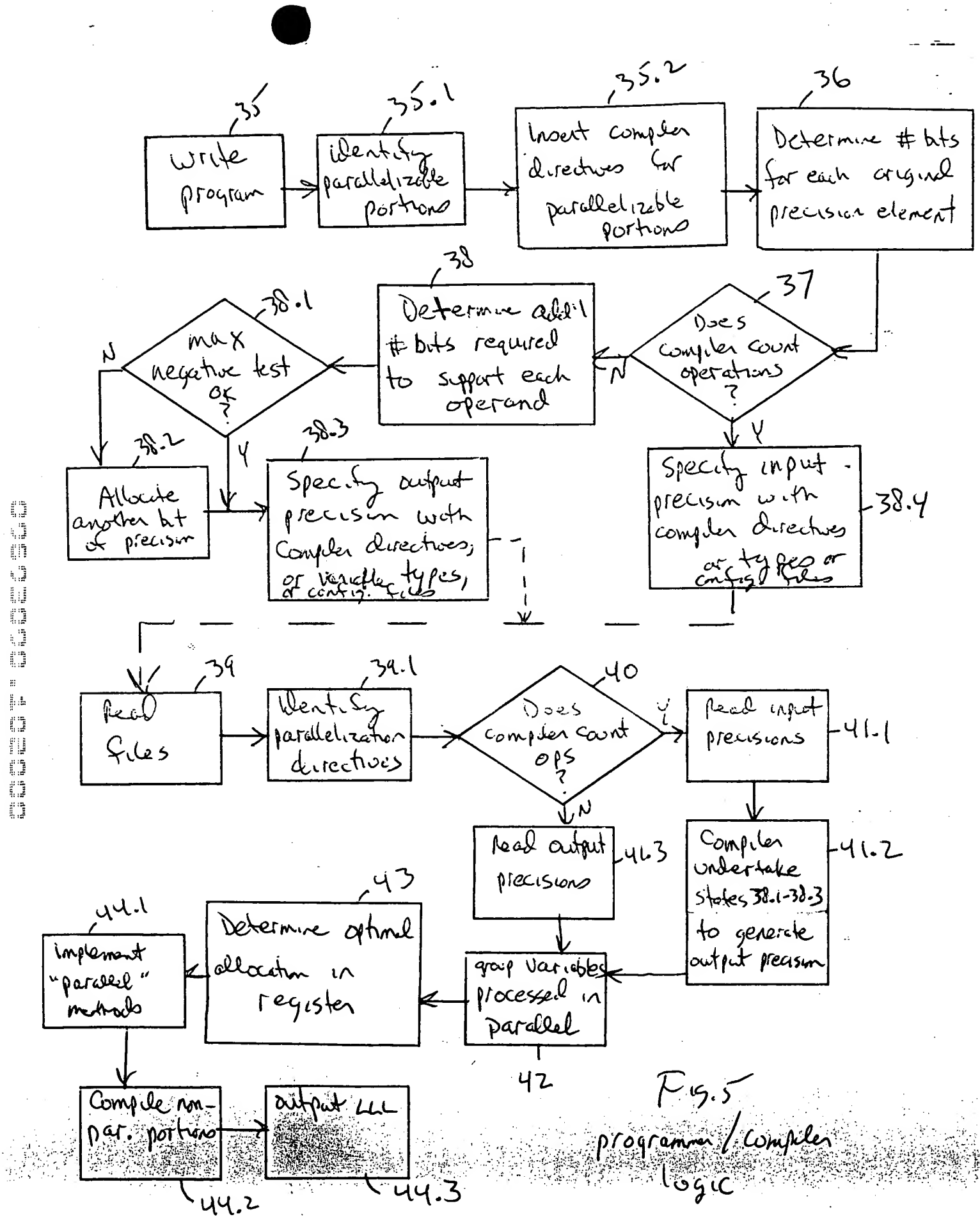


Fig. 5
programmer / compiler logic

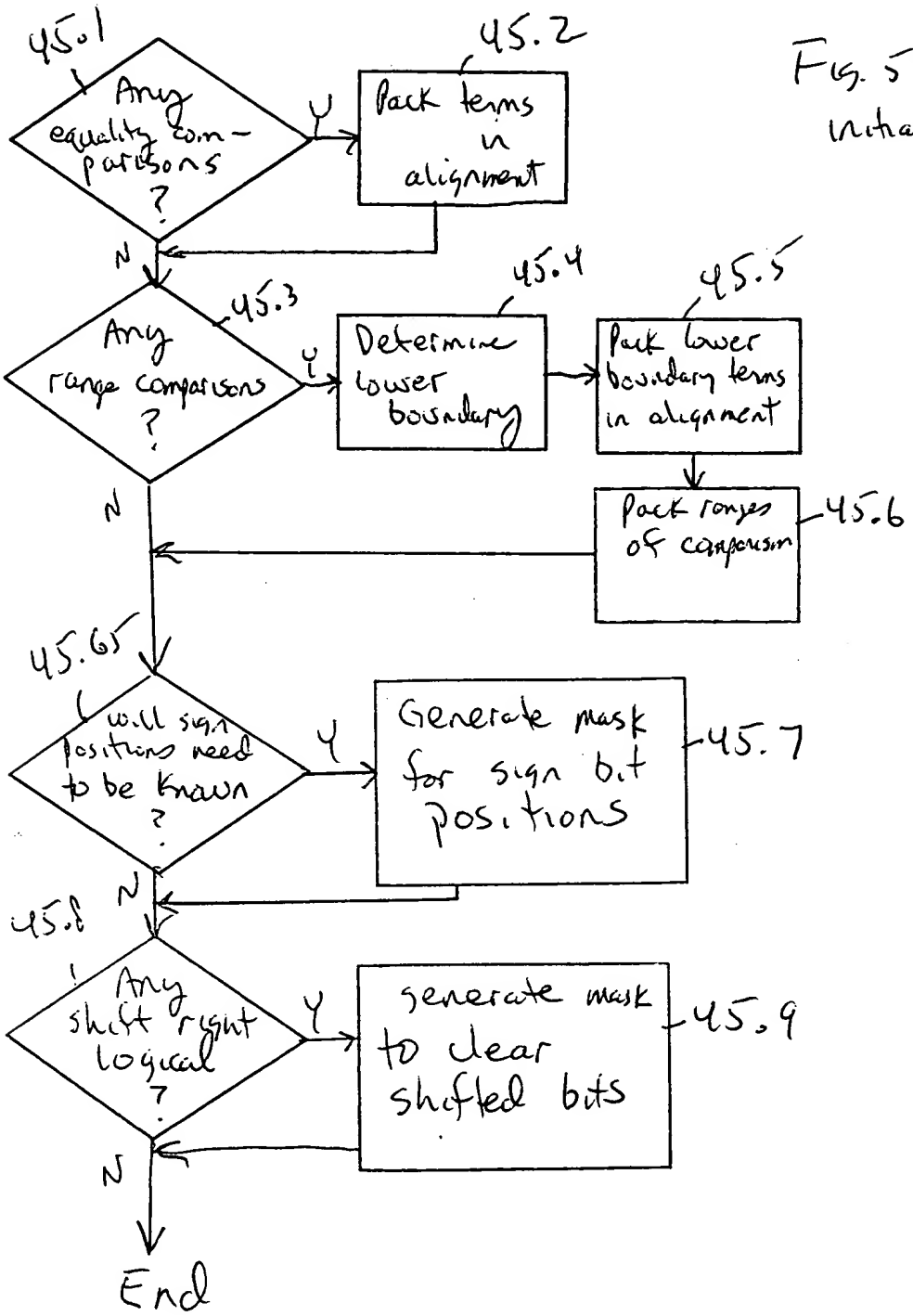
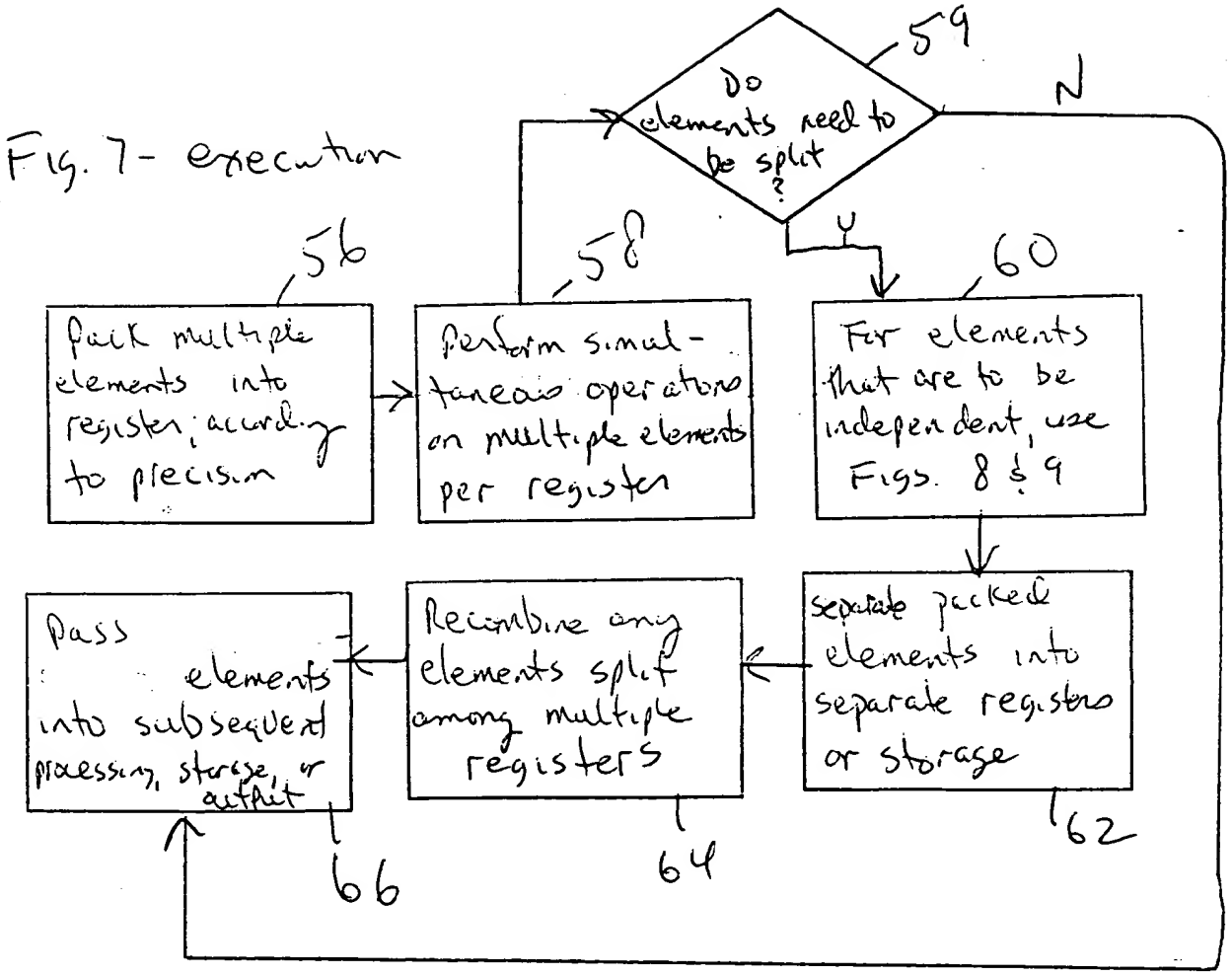


Fig. 5A
Initialization

Fig. 7- execution



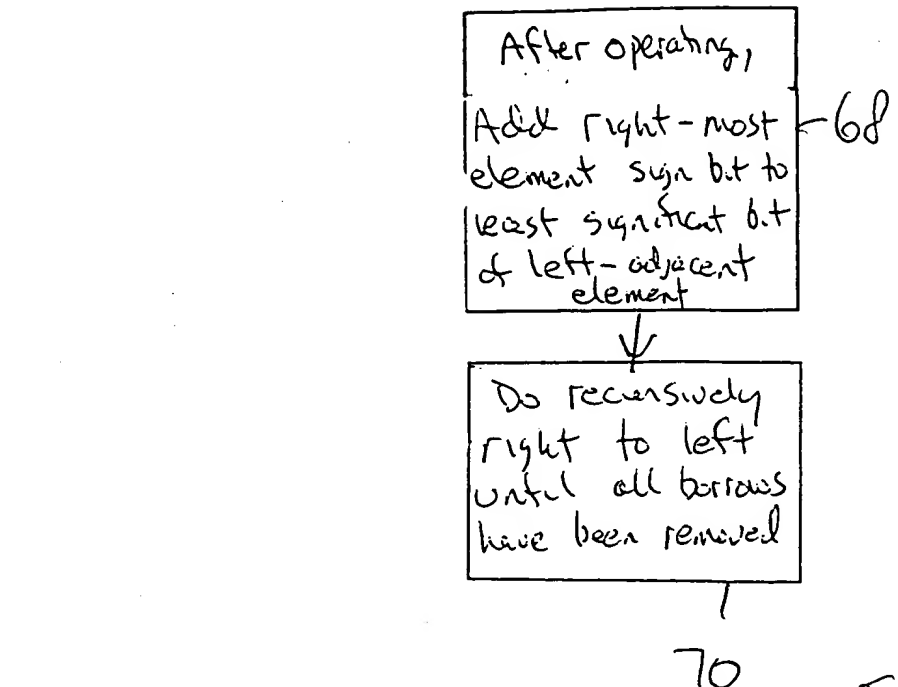


Fig 8

logic for independent elements

Fig. 9- alt
logic for independent elements

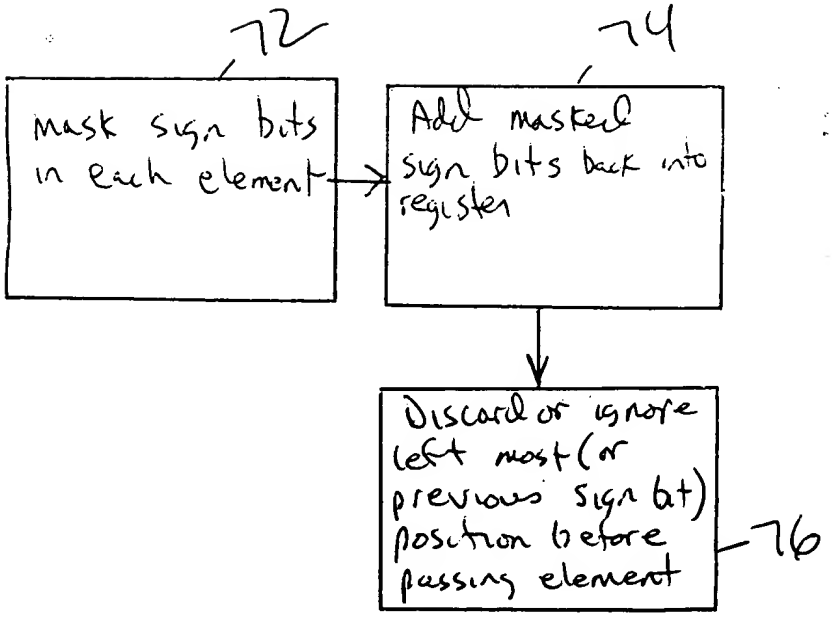


Fig. 10-logic for determining whether element contained around zero

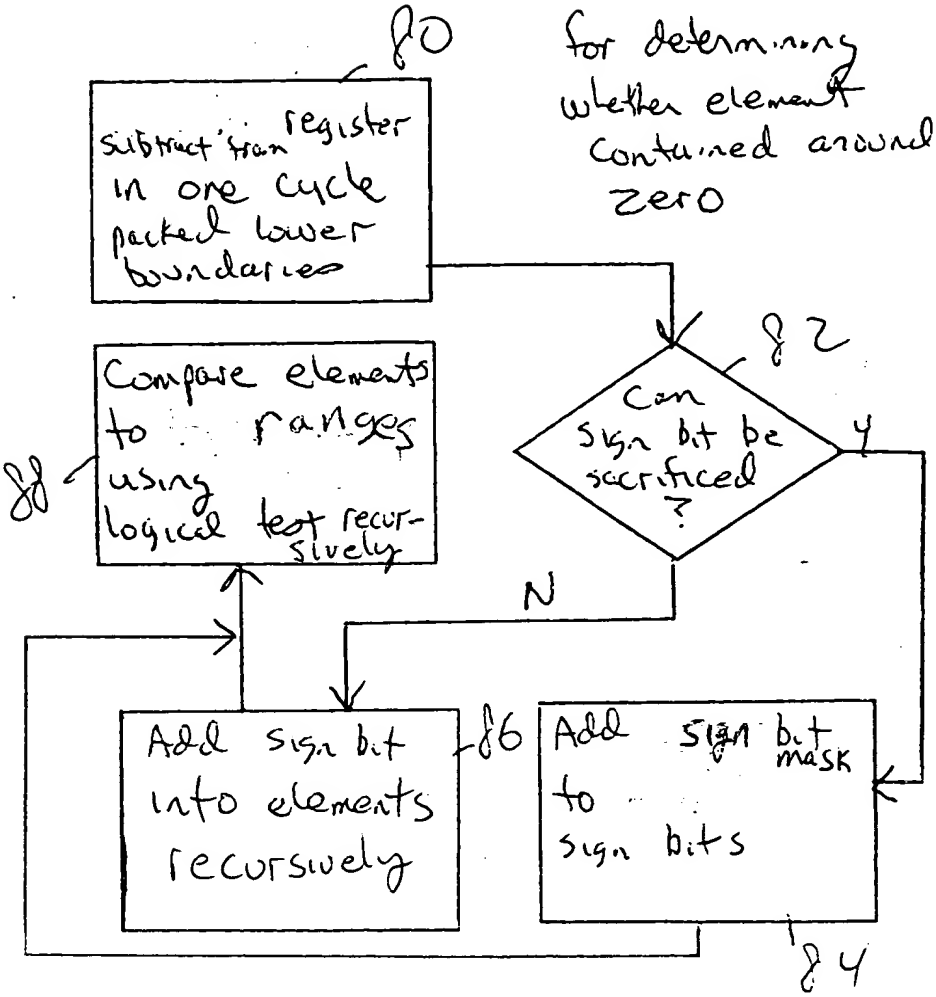


Fig. 12 - logic for arithmetic compares:

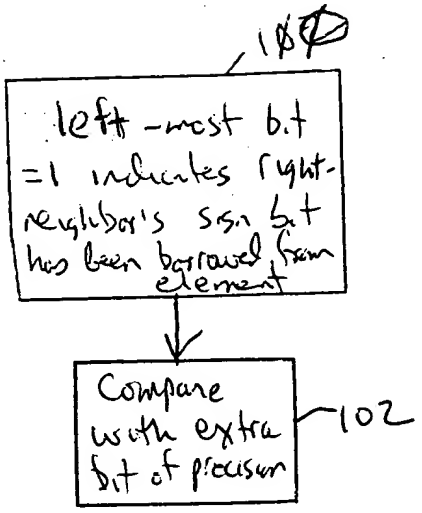


Fig. 11